LISTING OF CLAIMS

1. (Previously Presented) A method for encoding a picture signal, comprising:

(1) partitioning picture information of one block group into respective information regions; and

(2) forming a partition table having length information indicating a length of each of the information regions.

2. (Previously Presented) A method as claimed in claim 1, wherein the information regions include:

a header region having a group of respective headers of a plurality of macro blocks;

a motion vector region having a group of respective motion vectors of the plurality of macro blocks, and

a discrete cosine transform coefficient region having a group of respective discrete cosine transform coefficients of the plurality of macro blocks.

3. (Previously Presented) A method as claimed in claim 1, further comprising:

channel coding the information regions in redundancies depending on an order of importance of the information regions indicated in the partition table.

4. (Previously Presented) A method as claimed in claim 3, wherein the channel coding is performed with a greater amount of redundancy for an information region having a higher order of importance indicated in the partition table than for an information region having a lower order of importance.

5. (Previously Presented) A method as claimed in claim 1, further comprising:

adding resynchronization markers for marking the block group.

6. (Previously Presented) A method as claimed in claim 1, further comprising:

forming the partition table by converting a maximum length of each of the information regions into a number of bits.

7. (Previously Presented) A method for encoding a picture signal, comprising:

forming a header region having a group of respective headers of a plurality of macro blocks, a motion vector region having a group of respective motion vectors of the plurality of macro blocks, and a discrete cosine transform coefficient region having a group of respective discrete cosine transform coefficients of the plurality of macro blocks,

forming a partition table having length information indicating lengths of the header region, the motion vector region, and discrete cosine transform coefficient region; and

transmitting the partition table with the header region, motion vector region, and discrete cosine transform coefficient region as an encoded picture signal.

8. (Previously Presented) A method as claimed in claim 7, further comprising:

transmitting a resynchronization marker with the partition table.

9. (Previously Presented) A method as claimed in claim 8, wherein the resynchronization marker is transmitted before the partition table.

10. (Previously Presented) A method as claimed in claim 8, wherein a predetermined number of the regions are channel coded in redundancies different from one another.

11. (Previously Presented) A method as claimed in claim 10, wherein the partition table includes information indicating an order of importance of the header region, the motion vector region, and the discrete cosine transform region, and wherein redundancy in the channel coding is performed based on the order of importance indicated in the partition table.

12. (Previously Presented) A method as claimed in claim 7, wherein the transmitting step includes transmitting the partition table, the header region, the motion vector region, and the discrete cosine transform region in order.

13. (Previously Presented) A method for decoding picture signals, comprising:

(1) receiving a picture signal including information regions of a block group and a partition table having length information on the information regions;

(2) analyzing the partition table to determine the length of each information region; and

(3) decoding the partition regions according to the length information.

14. (Previously Presented) A method for decoding a picture signal, comprising:

(1) receiving a picture signal including information regions of a block group and a partition table region having length information on the information regions, said information regions being channel coded in redundancies different from one another;

(2) analyzing the partition table to determine the length information of the information regions; and

(3) channel decoding the information regions according to the length information.

15. (Previously Presented) A method for encoding a picture signal, comprising:

grouping picture information from a plurality of blocks into information regions;

partitioning the regions; and

forming a partition table which includes length information for each of the regions.

16. (Previously Presented) A method as claimed in claim 15, wherein the regions include:

a header region having a group of headers from the blocks;

a motion vector region having a group of motion vectors from the blocks; and

a discrete cosine transform coefficient region having discrete cosine transform coefficients from the blocks.

17. (Previously Presented) A method as claimed in claim 15, further comprising:

channel coding the regions in redundancies depending on an order of importance of the regions indicated in the partition table.

18. (Previously Presented) A method as claimed in claim 17, wherein the channel coding is performed with a greater amount of redundancy for a region having a higher order of importance indicated in the partition table than for a region having a lower order of importance.

19. (Previously Presented) A method as claimed in claim 15, further comprising:

adding a resynchronization marker to the information regions and the partition table.

20. (Previously Presented) A method as claimed in claim 15, further comprising:

forming the partition table by converting a maximum length of each region into a number of bits.

21. (New) A method as claimed in claim 1, further comprising:

(3) forming the picture signal to include the partition table and the information regions.

22. (New) A method as claimed in claim 21, wherein the partition table is located at a position in front of the information regions in the picture signal.

23. (New) A method as claimed in claim 21, wherein the length information in the table includes a plurality of bit-length numbers, each representing a number of bits allocated to a respective one of the information regions in the picture signal.

24. (New) A method as claimed in claim 23, wherein each bit-length number is different from a code used to represent information in a respective one of the information regions.

25. (New) A method as claimed in claim 23, wherein each bit-length number represents a maximum number of bits allocated to a respective one of the information regions in the picture signal.

26. (New) A method as claimed in claim 21, further comprising:

transmitting the picture signal formed in (3).

27. (New) A method as claimed in claim 26, further comprising:

decoding the picture signal based on the length information in the partition table transmitted in the picture signal.

28. (New) A method as claimed in claim 27, wherein said decoding includes:

determining bit positions of each of the information regions in the picture signal based on the length information in the transmitted partition table.

29. (New) A method as claimed in claim 27, wherein said decoding includes:

channel decoding the information regions based on the length information in the partition table transmitted in the picture signal.

30. (New) A method as claimed in claim 15, further comprising:

forming the picture signal to include the partition table and the regions.

31. (New) A method as claimed in claim 30, wherein the partition table is located at a position in front of the regions in the picture signal.

32. (New) A method as claimed in claim 30, wherein the length information in the table includes a plurality of bit-length numbers, each representing a number of bits allocated to a respective one of the regions in the picture signal.

33. (New) A method as claimed in claim 32, wherein each bit-length number is different from a code used to represent information in a respective one of the regions.

34. (New) A method as claimed in claim 32, wherein each bit-length number represents a maximum number of bits allocated to a respective one of the regions in the picture signal.

35. (New) A method as claimed in claim 30, further comprising:

transmitting the picture signal.

36. (New) A method as claimed in claim 35, further comprising:

decoding the picture signal based on the length information in the partition table transmitted in the picture signal.

37. (New) A method as claimed in claim 36, wherein said decoding includes:

determining bit positions of each of the regions in the picture signal based on the length information in the transmitted partition table.

38. (New) A method as claimed in claim 36, wherein said decoding includes:

channel decoding the regions based on the length information in the partition table transmitted in the picture signal.